

# spawnAI

An eventCall to spawn multiple idAI2 entities, simultaneously, in an idEncounterManager.

## Usage

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```
item[0] = {
  eventCall = {
    eventDef = "spawnAI";
    args = {
      num = 4;
      item[0] = {
        eEncounterSpawnType_t = ""; // spawnType
      }
      item[1] = {
        int = 6; // spawn_count
      }
      item[2] = {
        entity = ""; // spawnGroup
      }
      item[3] = {
        string = ""; // group_label
      }
    }
  }
}
```

- **spawnType** is the ai type that you want to be spawned. Multiple types can be listed, and the spawned ai types will be randomly chosen from this list.
- **spawnCount** is the number of ai you want to be spawned. To avoid overlapping spawns, **spawnCount** should be  $\leq$  the number of **idTarget\_Spawn** entities listed under your **idTargetSpawnGroup**.
- **group\_label** is the label you want to give this spawned ai. This parameter is optional and can be left blank.

## Example Usage

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```
item[0] = {
  eventCall = {
    eventDef = "spawnAI";
    args = {
      num = 4;
      item[0] = {
        encounterSpawnType_t = "ENCOUNTER_SPAWN_HELL_SOLDIER"; // spawnType
      }
      item[1] = {
        int = 6; // spawn_count
      }
      item[2] = {
        entity = "mod_spawnGroup_1"; // spawnGroup
      }
      item[3] = {
        string = "fodder"; // group_label
      }
    }
  }
}
```

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